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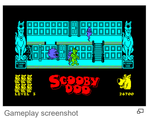
Scooby-Doo (video game)

Scooby-Doo (also known as ***Scooby-Doo in the Castle Mystery***) is an action game based on the television franchise of the same name. It was developed by Gargoyle Games for the ZX Spectrum, Amstrad CPC, Commodore 64, and Plus/4 and published in 1986 by Elite Systems.

Gameplay



Gameplay screenshot

Development

A much-hyped game, Elite first started advertising this from around Autumn 1985. The advert billed the game as "the first ever computer cartoon". Issue 21 of Crash carried a full preview of the game.

The game was to feature all the characters from the cartoon and was set in a Scottish castle owned by Shaggy's auntie. The castle is haunted and Scooby and the gang have 48 hours to solve the mystery. The game is said to "feature seven or eight action sequences which are separated by descriptive scenes in which characters in the game interact by meeting together and having a chat..."

The original concept was scrapped as the Spectrum was not capable of handling such an ambitious project with Sinclair User reporting: "while the graphics in the game ... are supposedly unbelievable the game is a shambles. Lack of memory has been blamed for the failure to release the game".[1] Gargoyle Games were then contracted by Elite to produce a less-ambitious version.[2]

Reception

Reviewing the Spectrum version, the critics of *Crash* praised that the game is addictive, well-animated, and "extremely playable", though one of them remarked that the simplistic gameplay's lack of challenge made it wear thin before long.[4] *Your Sinclair* rated the game with a score 9/10.[6]

References

1. "Scooby Doo Doesn't" (https://archive.org/stream/sinclair-user-magazine-047/SinclairUser_047_Feb_1986#page/n5). *Sinclair User* (47): 8. February 1986. Retrieved October 13, 2015.
2. "Preview" (https://spectrumcomputing.co.uk/page.php?issue_id=999&page=94). *Crash*. No. 32. Newsfield. 28 August 1986. p. 94. Retrieved 27 September 2023.
3. "Scooby-Doo" (https://archive.org/details/amtix-magazine-14/mode/2up). *Amtix*. No. 14. December 1986. pp. 30–31.
4. "Scooby-Doo" (https://archive.org/details/Crash_No._33_1986-10_Newsfield_GB/page/n29/mode/2up). *Crash*. No. 33. October 1986. pp. 30–31.
5. Taylor, Graham (November 1986). "Scooby-Doo" (https://archive.org/details/sinclair-user-magazine-056/mode/2up). *Sinclair User*. pp. 58–59.
6. "Review: Scooby Doo" (https://archive.org/stream/your-sinclair-11/YourSinclair_11_Nov_1986#page/n41). *Your Sinclair*. No. 11. November 1986. p. 39. Retrieved October 13, 2015.
7. "Zzap! Test" (https://archive.org/details/Zzap64_Magazine_Issue_22/page/120/mode/2up). *Zzap!64*. No. 22. February 1987. pp. 120–121.

External links

- *Scooby-Doo* (https://spectrumcomputing.co.uk/entry/0004365) at SpectrumComputing.co.uk
- *Scooby Doo* (https://www.lemon64.com/?game_id=2234) at Lemon 64

Scooby-Doo

C64 box art

Developer	Gargoyle Games
Publisher	Elite Systems
Designers	Greg Follis Roy Carter
Platforms	ZX Spectrum, Amstrad CPC, Commodore 64, Plus/4
Release	1986
Genre	Action
Mode	Single-player

Reception

Review scores	
Publication	**Score**
Amtix	95%[3]
Crash	91%[4]
Sinclair User	4/5[5]
Your Sinclair	9/10[6]
Zzap!64	42%[7]
Award	
Publication	**Award**
Crash	Crash Smash[4]

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